MAGICAL MATHEMATICS 【C.A.I.】

I. INTRODUCTION

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Magical Mathematics is a computer also will be provide with your questions. If you are a man with mathematics phobia, you will need this cartridge. There are "Addition, subtraction, multiplication and division of integral and fraction", "System of linear equation with one unknow", "Compound exercises" and "mathematic blocks" in Magical Mathematics. We construct the exercises with basical concept in these, so children from 7 to 15 years

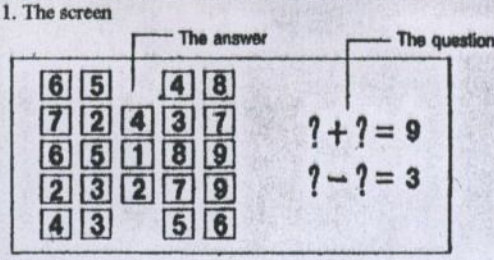
Old can play them step by step. Mathematic blocks is a game you may have seen before. It may train you as a man with super brain.

II. HOW TO PLAY GAME

1. The computer will provid questions to ask the player and the player has to answer every question. Each test includes 20 questions and there are 2 minutes per question.
2. The key "C" on the screen is "clear".
3. The way of answer：
   (1) Move the cursor by press the control pad arrows on the number that you need, then press the A or B button to answer.
   (2) If you have to answer with fraction, then you must do step by step as below：
      (a) Choose the key "N" and press the start button, then enter numerator into the console.
      (b) Choose the key "N" and press the start button, then enter denominstor into the console.
      (c) Finally you choose the key "N" and press the start button to complete your answer.

III. HOW TO PLAY THE MATHEMATIC BLOCKS

1. The screen



2. You have to choose two numbers which were proper under the circumstance of the question.
3. If you are right then the number you have chosen will be cancelled.
4. If you are wrong they won't be cancelled and the computer will blow out a noise.
5. If you are two numbers have put down side it won't be connected.
6. There are two corners of connected line in limit.

IV. GAME CONTROLS

Control Pad Arrows：Move cursor / Select the game.

Button A：Typing / Set up and go.

Button B：Typing / Undo.

Start Button：Answer / Pause.